Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003 **CLAIMS AS FILED - PART I** SMALL ENTITY OTHER THAN (Column 1) (Column 2) TYPE [OR SMALL ENTITY **TOTAL CLAIMS** RATE FEE RATE FEE FOR OR BASIC FEE NUMBER FILED NUMBER EXTRA **BASIC FEE** 385.00 770.00 TOTAL CHARGEABLE CLAIMS minus 20= 6 X\$ 9= X\$18= OR 3 INDEPENDENT CLAIMS minus 3 =X43 =X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +145= +290= OR * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL TOTAL OR **CLAIMS AS AMENDED - PART II** OTHER THAN SMALL ENTITY **SMALL ENTITY** (Column 1) OR (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT RATE TIONAL RATE TIONAL **AFTER PREVIOUSLY EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus ·X\$ 9= X\$18= OR Independent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER **PRESENT** RATE TIONAL **AFTER PREVIOUSLY** RATE TIONAL **EXTRA AMENDMENT** PAID FOR **FEE FEE** Total Minus ** X\$ 9= X\$18= OR Independent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) ADDI-ADDI-TIONAL **RATE** RATE TIONAL FEE

		(Column 1)		(Column 2)	(Column 3)
AMENDMENT C	•	CLAIMS REMAINING AFTER AMENDMENT	·	HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
	Total	*	Minus	**	=
	Independent	*	Minus	***	=
٩	FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM				

^{*} If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

FEE X\$ 9= X\$18= OR X43= X86= OR +145= +290= OR TOTAL TOTAL OR ADDIT. FEE

AMENDMENT

AMENDMENT

^{**} If the "High st Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." ***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the apprepriate box in column 1.